WE'RE KNOWN AS THE MAKER OF THE BEST COMPUTER WARGAMES.

NOW WE'RE GOING FOR THE SAME REPUTATION IN FANTASY GAMING.

SSI

STRATEGIC SIMULATIONS, INC.

SPRING 1986 CATALOG

With the introduction of three brand new fantasy games in this catalog, SSI now offers six games of this ever-popular genre. In every way, this proud line firmly establishes SSI as a force in the field of fantasy adventuring.

Not that we've forgotten or neglected our roots — wargaming. In fact, our new entries, BATTLEGROUP™ and NAM™, will only add to the insurmountable lead we enjoy as the maker of the very best computer wargames.

And if your tastes run more toward sports or science fiction or educational entertainment, we offer critically acclaimed software in each of these categories as well.

We've tagged every one of our 53 titles as Advanced, Intermediate, or Introductory.

- ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.
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- INTRODUCTORY games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

Look for our games at your local computer/software or game store stoday.

If there are no stores near you, VISA and Mastercard holders can order by calling **toll-free 800-443-0100, x335.** To order by mail, send your check to: SSI, 1046 N. Rengstorff Ave., Mountain View, CA 94043. California residents, please add 7% sales tax.

Be sure to specify the computer format of the game.

Add $2.00 to your order for shipping and handling. Allow 4-6 weeks for delivery.

Every SSI game carries a 14-day "satisfaction or your money back" guarantee. To exercise this guarantee, you must include a dated sales receipt with the complete game(s).

TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any **technical** questions or problems regarding any of our games, you can call our HOTLINE NUMBER: (415) 964-1200 every weekday, 9 to 5 (PST).

General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

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3-22-3 Zoshigaya
Toshima-ku 171
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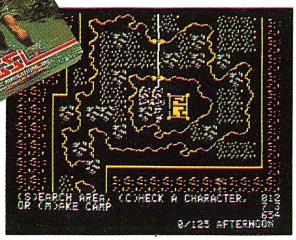
NEW GAMES • NEW CONVERSIONS

ALL NEW!



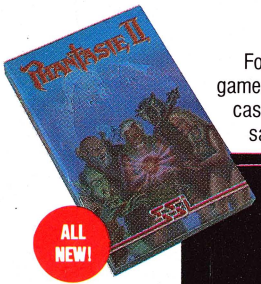
APPLE (avail. now)
C-64 (April)
Intermediate.

Guide a valiant band of adventurers on a perilous quest to recover the precious WIZARD'S CROWN™. Usurped by the traitor Tarmon, it lies imprisoned behind spell-woven walls in the shattered ruins of Arghan. Eight pre-made characters await your orders, or you can create your own. Arm them with different weapons and skills as they search for clues among the maze of streets, buildings and dungeons. When your heroes clash against the vile denizens of Arghan, this exciting role-playing game boasts a unique feature: You can let the computer resolve each battle quickly, or you can personally direct the action with a multitude of combat options. By Paul Murray & Keith Brors.

ALL NEW!

APPLE (avail. now)
C-64 (April)
Introductory.

Zilfins were mighty wizards who created two magical rings which, worn together, endowed the wearer with supernatural powers. The fiendish Lord Dragos holds one of the rings and needs only its lost mate to attain invincibility. You are the only hope for thwarting this evil. Your wondrous journey to find and reunite the RINGS OF ZILFIN™ is conjured up with revolutionary graphics that offer unprecedented realism. The fully animated scrolling screen grants you step-by-step control as you cross the dangerous lands. You can defend against the tyrant's monstrous minions with arrows or swords. But your best weapon comes from developing your latent magical powers until you become Grand Master Wizard and can weave mighty spells. By Ali N. Atabek. This game includes graphics routines from Penguin Software™'s Graphic Magician®.



ALL NEW!

APPLE (avail. now)
C-64 (now)
Introductory.

Following in the footsteps of PHANTASIE™, one of SSI's most successful and popular games, is PHANTASIE II™, where a new adventure beckons. The Dark Lord Nickademus has cast a curse on a beautiful island and its people. Your mission is to remove this curse and save the island . . . no easy task since you have little to go on. All you know is that the curse is embodied in an evil orb. To find this orb, you can enlist the help of one to six characters (the same ones you used in Phantasie, or start anew with different ones). With your motley crew, you'll map out new terrain, explore dungeons, solve puzzles, learn spells, gain experience, and battle countless monsters. With all these magical distractions and obstructions, don't forget your primary goal: Locate the orb and find a way to destroy it! By Doug Wood.

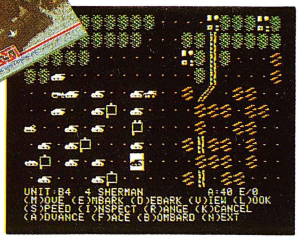
NEW MAC

Avail. April
Also APPLE, ATARI, C-64.
Introductory.

Disaster has struck! The Gemstone, source of all that is good, has been stolen by the loathesome inhabitants of the Netherworld. Worse yet, they have split this precious Gift of the Gods into five pieces! The GEMSTONE WARRIOR™ must fight his way through the Netherworld's treacherous labyrinths guarded by black-hearted abominations, locate all Five Pieces, and return the Gemstone to the temple altar. Besides heart-pounding, real-time action and beautifully animated Hi-Res graphics, this game also offers the challenge of strategy. With all the weapons at his disposal — crossbow, fireballs and magic — his most powerful is wisdom. And this you must provide for him. By Peter Lount, Trouba Gossen & Kevin Pickell.
Note: APPLE disk is 64K.

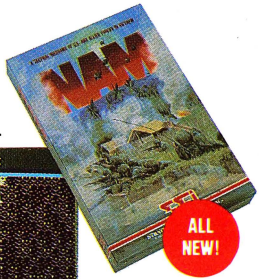
NEW GAMES • NEW CONVERSIONS

ALL NEW!



APPLE & C-64 (avail. now)
Advanced.

Where KAMPFGRUPPE™, our best-selling wargame, was the definitive simulation of tactical armored warfare on the Russian Front, BATTLEGROUP™ offers the same excitement and detail in recreating armored combat on the Western Front. Practically all land weapons used by Germany, the U.S. and Great Britain from 1943-45 are included. Although each unit symbol represents a platoon, the computer calculates hit probabilities of every weapon and resolves combat down to each individual tank, gun and infantryman. You can create any Western Front map and battle you like. Or you can play one of four scenarios provided. New rules that govern unit stacking and panic have been added to heighten realism. During solitaire play, the computer can direct either side. By Gary Grigsby.

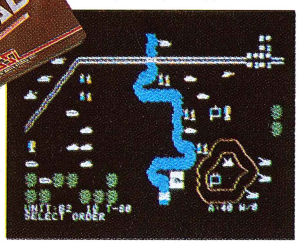


ALL NEW!

ATARI (avail. now)
APPLE, C-64 (March)
Introductory.

America's most controversial war is recreated in NAM™. This tactical wargame puts you in command of American, South Vietnamese and South Korean infantry, artillery, paratroopers, marines, rangers and air cavalry in six historical operations. Patrol dense jungle. Search out and destroy the enemy in his underground strongholds. Engage in bitter street fighting in Hue during the Tet Offensive. Directed by the computer, the elusive Viet Cong and battle-hardened regulars of the North Vietnamese Army appear only to fire and move, then slip away and disappear again. In the real war, our forces were told to hold ground, to stay even. Not this time. Now, you'll be fighting to win. By Roger Damon & Jeff Johnson.

NEW ATARI



Avail. May
Also APPLE, C-64.
Advanced.

Armored warfare of the 1990's. What will it be like when modern war machines — sleek, turbine-propelled, missile-armed, laser-guided — clash on the battlefield? The answer can be found in MECH BRIGADE™. We've compiled the combat ratings for practically every weapon type found in the arsenals of the U.S., West Germany, England, and the Warsaw Pact. Using a modified version of the popular KAMPFGRUPPE™ combat system, hit probabilities for every weapon are calculated instantly. Combat is resolved down to individual tanks, guns and soldiers. Four scenarios are provided, each in a different area of West Germany. Or you can create your own with the Random Setup. During solitaire, the computer can direct either side. By Gary Grigsby.

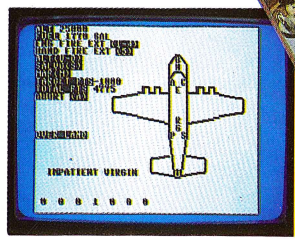
NEW ATARI

Avail. April
Also APPLE, C-64.
Advanced.

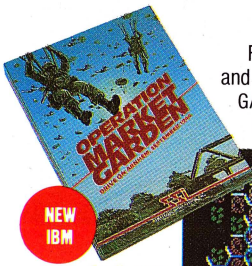
U.S.A.A.F.™ simulates the daylight bombing of Nazi-occupied Europe by the United States Army Air Force. The Campaign Game lets you play the entire 2-year strategic air war on a day-by-day basis. (Shorter games are also provided.) As the American General, you assign the 8th and 15th Air Forces to fly daily raids over 91 possible targets and bomb 12 types of Nazi industries. As the German player, you allocate flak guns among your cities and deploy the Luftwaffe's fighters from 96 airfields. Weapons become available at the same times they were actually developed in the war (although German jet production can be accelerated). Both sides can swap older planes for newer models; the price is loss of time and pilot experience. The computer can play either or both sides during solitaire. By Gary Grigsby.

NEW GAMES • NEW CONVERSIONS

50 MISSION CRUSH™ is a role-playing wargame that makes you pilot of the most glamorous bomber of World War II — the B-17 Flying Fortress. Everything is historically accurate, right down to the name of your bomber (Impatient Virgin). The action is so real . . . real fast and intense! As part of the 8th Air Force 306 Bomber Group in England during 1942, you must try to survive 50 harrowing raids over France and Germany. After each mission, if you survive, you'll be evaluated by the computer and awarded points based on your performance. You start the game as a Lieutenant. Your ultimate goal is to become Brigadier General. And believe us, if you make it through all 50 missions and win all those points, you'll deserve to be General! By John Gray.



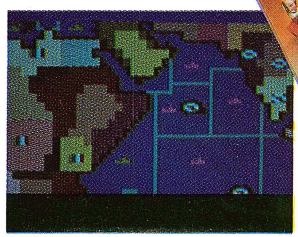
Avail. now
Also APPLE, ATARI, C-64.
Introductory.



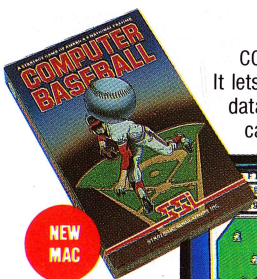
From the authors who brought you SSI's award-winning KNIGHTS OF THE DESERT™ and BATTLE FOR NORMANDY™ comes another wargaming classic: OPERATION MARKET GARDEN™. This 1944 operation required three Allied airborne divisions to secure six bridges in Holland, thus opening a way for the 30th Corps to cross into Germany. It was one bridge too far and failed. In contrast, our simulation is a gaming success. Whether you choose the Advanced or Intermediate scenarios, you'll be playing a feature-laden operational-level game with a strong tactical flavor. From bridge building and blowing to the vagaries of weather, every historical detail has been included. During solitaire, the computer directs the Germans. By David Landrey & Chuck Kroegel.

Avail. now
Also APPLE, ATARI, C-64.
With Advanced & Intermed. games.

Winner of "Family Computing" 1985 Best Game of the Year Award. COLONIAL CONQUEST™ is a fun and simple game of world domination that brings back the late 1800's and early 1900's — the Age of Imperialism. For up to six human players (or a minimum of one human and five computer opponents), this easy strategy simulation puts you in charge of the U.S., Great Britain, Germany, France, Russia, or Japan. You collect money through taxation, and use it for espionage, subversion, fortification, or buying armies and fleets. Your goal: To conquer as many minor nations as possible and hoist yourself up as the mightiest ruler on Earth. Using joystick control and beautiful scrolling color graphics, this game will quench your thirst for absolute power. By Dan Cermak. **Note: APPLE disk is 64K.**

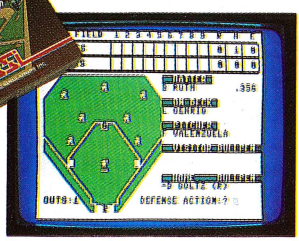


Avail. March
Also ATARI, C-64.
Introductory.



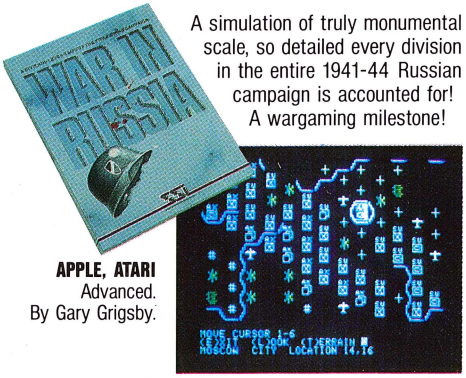
COMPUTER BASEBALL™ is a dream come true for any fan of America's favorite sport. It lets you create and manage any team you like, pro or amateur, real or imaginary. The data for over 20 great past and present major league teams are already provided. You can also create any player you like — from Babe Ruth to Dwight Gooden. Or you can use data disks of player stats (available separately; see page 10). All the options of a big-time manager are at your disposal. Using animated, color Hi-Res graphics, the computer presents an amazingly realistic simulation of baseball, with its explosive action and complex strategies. If you play solitaire, the computer will serve as the manager of the opposing team. If you love baseball, you owe it to yourself to try COMPUTER BASEBALL™! By Charles Merrow & Jack Avery.

Note: MAC version requires BASIC.



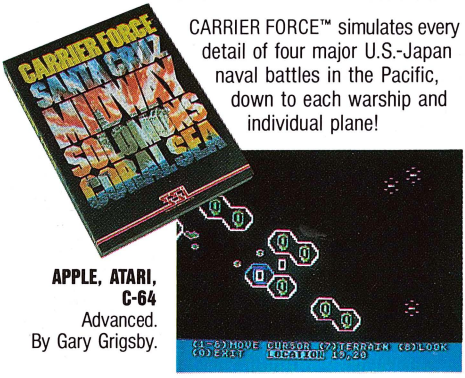
Avail. March
Also APPLE, IBM, ATARI, C-64.
Introductory.

W A R G



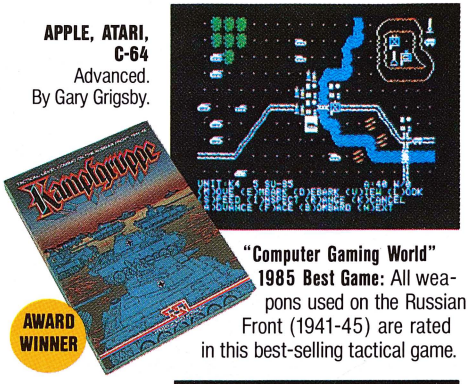
A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!

APPLE, ATARI
Advanced.
By Gary Grigsby.



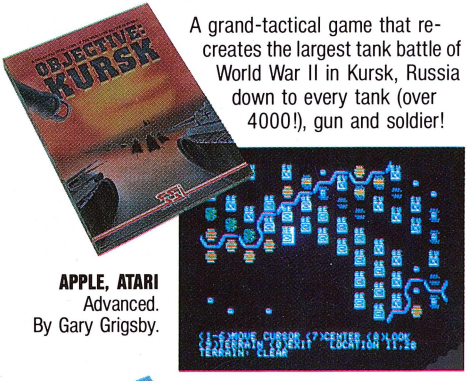
CARRIER FORCE™ simulates every detail of four major U.S.-Japan naval battles in the Pacific, down to each warship and individual plane!

APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.



APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.

"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.



A grand-tactical game that re-creates the largest tank battle of World War II in Kursk, Russia down to every tank (over 4000!), gun and soldier!

APPLE, ATARI
Advanced.
By Gary Grigsby.

APPLE, ATARI
Advanced.
By Gary Grigsby.

Reforger: NATO's annual exercise assumes a Soviet strike into W. Germany. Take charge in this game during the Fulda Gap invasion.

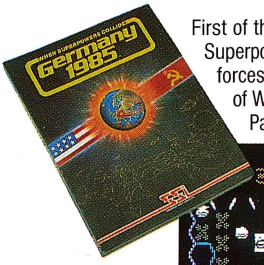
Every squadron is rated and losses recorded in individual planes and pilots in this superb strategic-level simulation of the Battle of Britain.

APPLE, C-64
Advanced.
By Charles Merrow & Jack Avery.

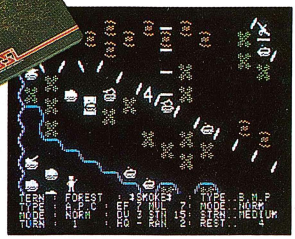
APPLE, ATARI, C-64
Advanced.
By Ed Williger & Larry Strawser.

Command ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

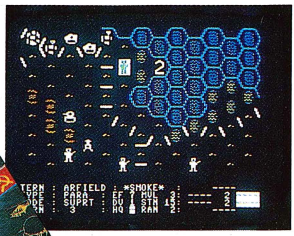
A M E S

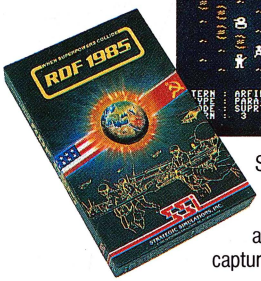


First of the popular series: "When Superpowers Collide." NATO forces must repel an invasion of West Germany by Warsaw Pact battalions.

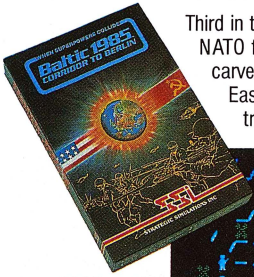


APPLE, C-64
Advanced.
By Roger Keating.

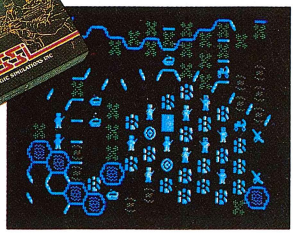




Second in the "Superpowers" series: The U.S. Rapid Deployment Force attempts to take Soviet-captured oilfields in Saudi Arabia.

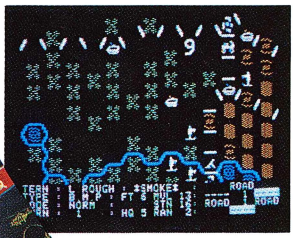


Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.



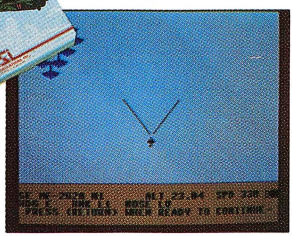
APPLE, C-64
Advanced.
By Roger Keating.

APPLE, C-64
Advanced.
By Roger Keating.



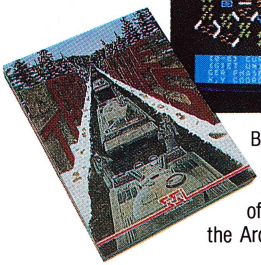
Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.

Pilot 36 of World War II's greatest fighters and bombers in four scenarios: V-1 Intercept, Night Fighter, Bomber Intercept, and Dogfight.

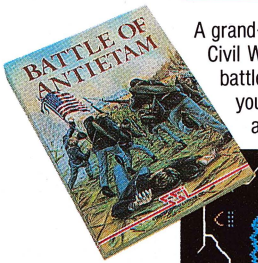


C-64
Advanced.
By Charles Merrow & Jack Avery.

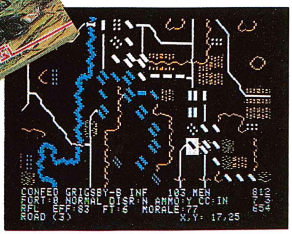
APPLE, ATARI, C-64
Advanced.
By Dave Landrey & Chuck Kroegel.



BREAKTHROUGH IN THE ARDENNES™ is so detailed a simulation of the Battle of the Bulge that it includes the Ardennes road network.



A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!



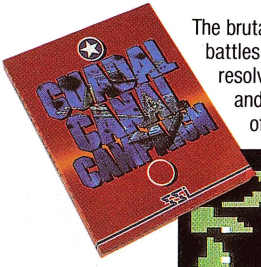
APPLE, ATARI, C-64
Contains Intro/ Inter/Adv games.
By Dave Landrey & Chuck Kroegel.

W A R G

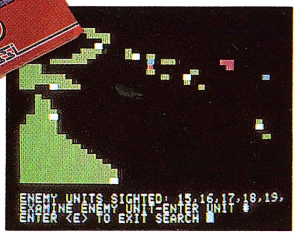
Origins 1983 Best Computer Game: Joust with blazing tanks across desert sands as Britain and Germany clash in the North Africa Campaign, 1941-42.

AWARD WINNER

APPLE, IBM, ATARI, C-64
Intermediate.
By Tactical Design Group.

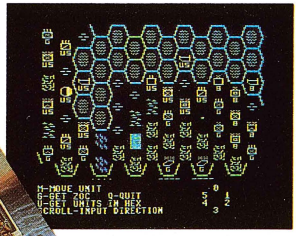


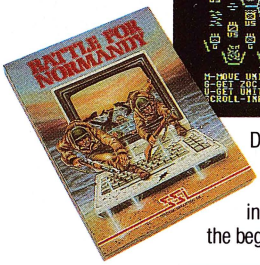
The brutal U.S.-Japan land-sea-air battles around Guadalcanal is resolved down to the last ship and plane by this monster of a wargame.



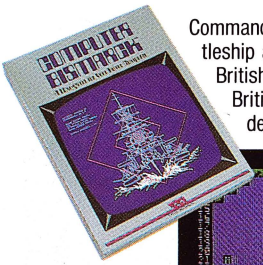
APPLE
Intermediate.
By Gary Grigsby.

APPLE, IBM, ATARI, C-64
Intermediate.
By Tactical Design Group.





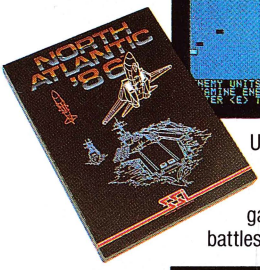
D-Day is here again! Relive the massive Allied invasion of Northern France in June 1944 that marked the beginning of the end for Hitler.



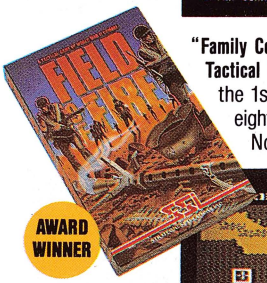
Command Germany's deadly battleship and clear the Atlantic of British shipping. Or direct the British navy to hunt and destroy the Bismarck.

APPLE
Intermediate.
By John Lyon.

APPLE
Intermediate.
By Gary Grigsby.

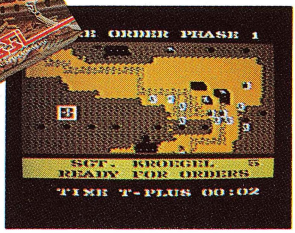


Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet battles in the North Atlantic.



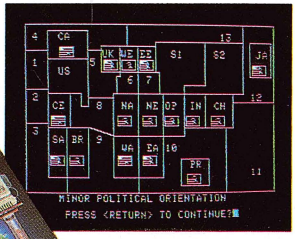
"Family Computing" 1985 Best Tactical Game: Lead Easy Co. of the 1st Infantry Division in eight historical battles across North Africa and Europe.

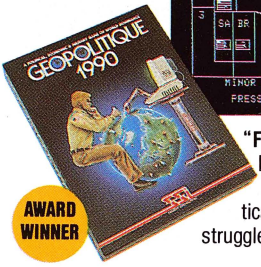
AWARD WINNER



APPLE, C-64
Intermediate.
By Roger Damon.

APPLE, C-64
Intermediate.
By Bruce Ketchledge.

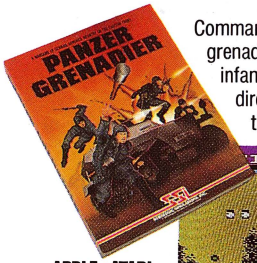




AWARD WINNER

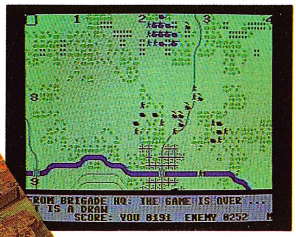
"Family Computing" 1984 Best Political Game: Outwit the computer in a political, economic, and military struggle for world dominance.

A M E S

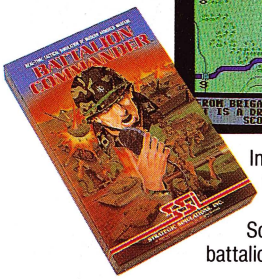


Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front!

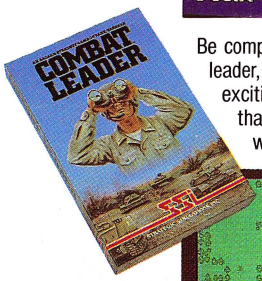
APPLE, ATARI, C-64
Introductory.
By Roger Damon.



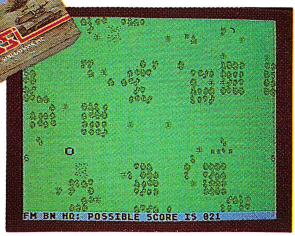
APPLE, ATARI, C-64
Introductory.
By David Hille.



Intense, real-time action is the name of the game as you direct a modern U.S., Soviet or Chinese armored battalion against the computer.

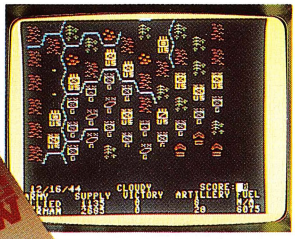


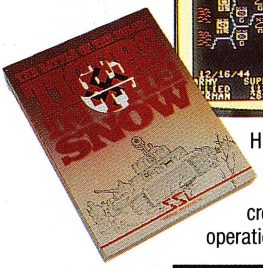
Be company commander, platoon leader, or squad leader in this exciting game of tank battles that combines arcade action with strategy simulation.



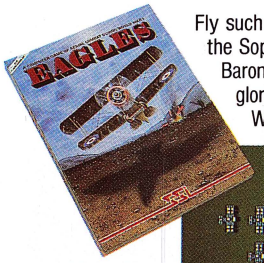
ATARI, C-64
Introductory.
By David Hille.

APPLE, IBM, ATARI, C-64
Introductory.
By Tactical Design Group.





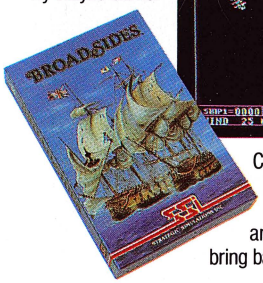
Hitler's final desperate assault that was the Battle of the Bulge is re-created in this easy-to-play, operational-level simulation.



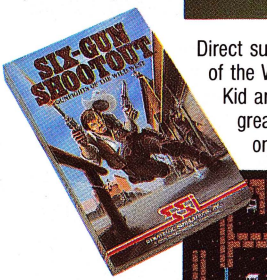
Fly such legendary biplanes as the Sopwith Camel or the Red Baron's Fokker Triplane in this glorious recreation of World War I aerial combat.

APPLE, ATARI, C-64
Introductory.
By Robert Raymond.

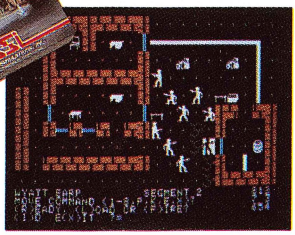
APPLE, ATARI, C-64
Introductory.
By Wayne Garris.



Captain an 18th-century warship in this game that uses arcade-like graphics and strategy simulation to bring back the age of fighting sail.



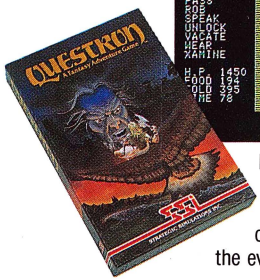
Direct such infamous characters of the Wild West as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen!



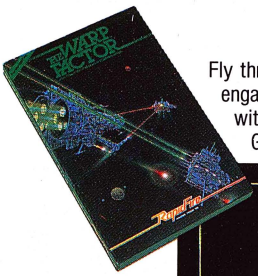
APPLE, ATARI, C-64
Introductory.
By Jeff Johnson.

FANTASY ROLE-PLAYING AND SCIENCE FICTION

APPLE, ATARI, C-64
Introductory.
By Charles Dougherty.



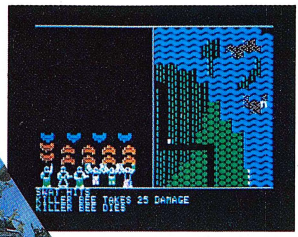
Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless.



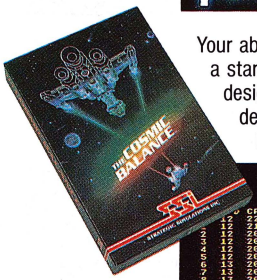
Fly through hyperspace as you engage in interstellar battles with starships from five Galactic Empires.

IBM
Intermediate.
By Paul Murray.

APPLE, C-64
Introductory.
By Doug Wood.

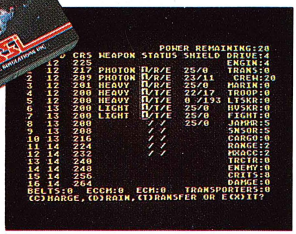


"Family Computing" 1985 Best Fantasy Role-Playing Game: Command up to six characters as they search a magic world for the Nine Rings.

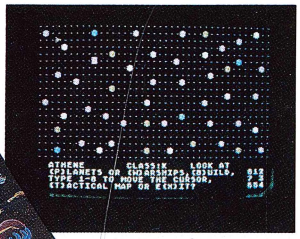


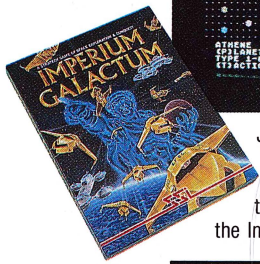
Your ability to not only command a starfleet in battle, but also to design and build starships, will determine THE COSMIC BALANCE™.

APPLE, ATARI, C-64
Introductory.
By Paul Murray.

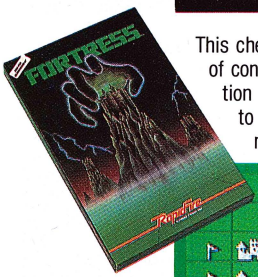


APPLE, ATARI, C-64
Advanced.
By Paul Murray.

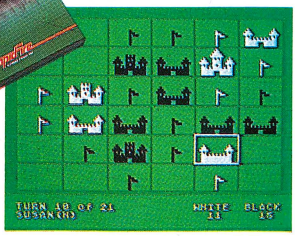




Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.

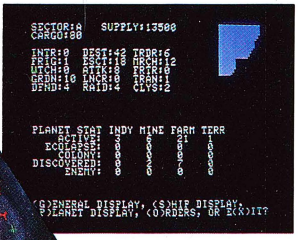


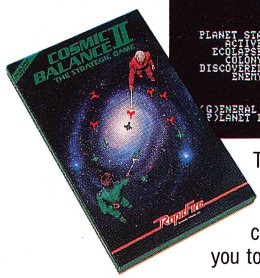
This chess-like tactical game of conquest through fortification and positioning is easy to learn yet difficult to master.



APPLE, ATARI, C-64
Introductory.
By Jim Templeman & Patty Denbrook.

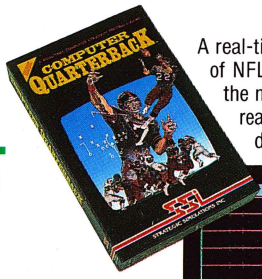
APPLE, ATARI
Advanced.
By Paul Murray.



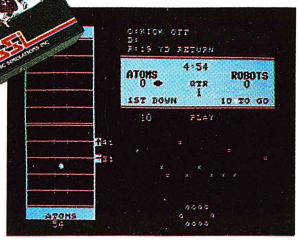


This strategic sequel to THE COSMIC BALANCE™ gives you one world to command and challenges you to conquer the Galaxy!

SPORTS AND EDUCATIONAL ENTERTAINMENT

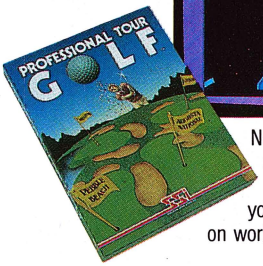


A real-time strategy simulation of NFL football that is probably the most sophisticated and realistic around. Game paddles required.

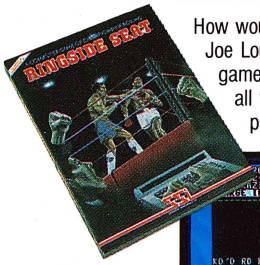


APPLE, ATARI, C-64
Introductory.
By Dan Bunten.

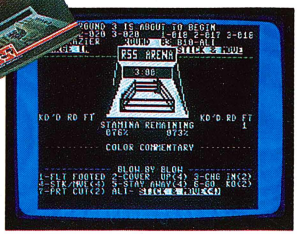
APPLE, C-64
Introductory.
By Henry Richbourg.



Never has golf been so realistically simulated as in this game that lets you tee off against Masters on world-famous courses.

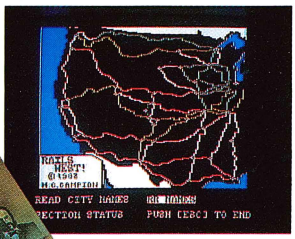


How would Ali have done against Joe Louis? Find out with this game that lets you manage all the famous boxers of the past and present.



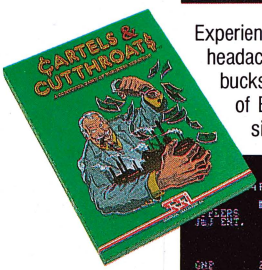
APPLE, C-64
Introductory.
By Carl Saracini.

APPLE, ATARI, C-64
Intermediate.
By Martin Campion.

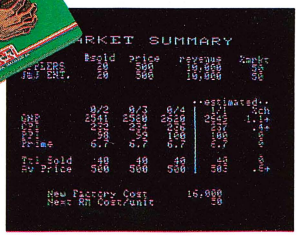


AWARD WINNER

"Family Computing" 1984 Best Financial Game: Wheel and deal your way into building the richest Transcontinental railroad of the 1870's.

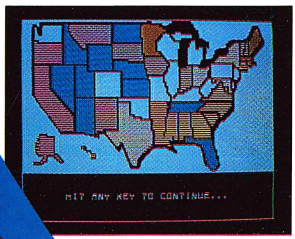


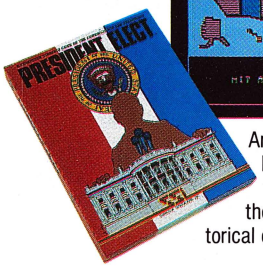
Experience the rewards and headaches of running a megabucks corporation in the jungle of Big Business. For up to six players.



APPLE, IBM, C-64
Introductory.
By Dan Bunten.

APPLE, C-64
Introductory.
By Nelson Hernandez, Sr.





An educational game that lets you manage the 9-week campaign for the Presidency using historical or imaginary candidates.

DATA DISKS

The following data disks are available directly from SSI for $15.00 each except for KAMPFGRUPPE™ Scenario Disk #1 ($19.95).
Please add $2.00 to your order for shipping and handling. California residents, add 7% sales tax.

Computer Quarterback™ 1984 NFL TEAMS DATA DISK.

This contains player statistics for all 1984 and several historical NFL teams. Available for the Apple®, Atari® and C-64™.

The following Computer Quarterback™ data disks are also available. They are the same as the 1984 data disk, except they have teams for each respective year.

- **1983 NFL Teams Data Disk** (Apple, C-64)
- **1982 NFL Teams Data Disk** (Apple)
- **1981 NFL Teams Data Disk** (Apple)
- **1980 NFL Teams Data Disk** (Apple)

Professional Tour Golf™ COURSE MODULE #1.

This contains configurations and statistics for the "real" Oakmont and Merion courses, detailed down to the last bunker and pin location. (Apple, C-64)

Computer Baseball™ 1984 TEAMS DATA DISK & STATISTICS COMPILER.

Update your major-league match-ups with stats for all the 1984 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk. Available for the Apple®, Atari® and C-64™. IBM®PC version does not have stat compiler.

The following Computer Baseball™ data disks are also available. They are the same as the 1984 data disk, except they have teams for each respective year.

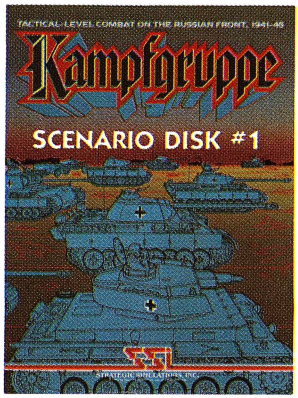
- **1983 Teams Data Disk & Statistics Compiler** (Apple, Atari, C-64).
- **1982 Teams Data Disk & Statistics Compiler** (Apple, C-64)
- **1981 Teams Data Disk & Statistics Compiler** (Apple)
- **1980 Teams Data Disk** (Apple; no stat compiler)

The Shattered Alliance™ TOOL KIT.

This allows you to construct armies and maps to your own specifications. (Apple)

Kampfgruppe™ SCENARIO DISK #1.

Five scenarios designed to be especially challenging for the avid Kampfgruppe player. Available for the Apple®, Atari® and C-64™. **$19.95.**



Computer Air Combat™ PLANES DATA DISK.

Contains over 50 planes from World War II and the Korean War. For version 1.1 of Computer Air Combat™ only. (Apple)

MORE DATA DISKS

The following data disks are offered by independent agents. **Please do not order them through SSI!**

305 Computer Baseball™ TEAMS. This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979. It also contains dozens of notable and notorious teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers. Entire set for only **$60.00** postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: **CB Enterprises, 1104 Susan Way, Novato, CA 94947.** Check or money order only, please. California residents, add 6.5% sales tax.

Apple®, Atari® and C-64™ versions available.

The Cosmic Balance™ SHIPYARD DATA DISK.

Contains over 20 ships that competed in COMPUTER GAMING WORLD's Cosmic Balance™ Ship Design Contest (including the winner's and judge's ships). **Please specify APPLE, ATARI or C-64 when ordering.**

Available from: **Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566** for **$15.00**. California residents, add 6.5% sales tax.

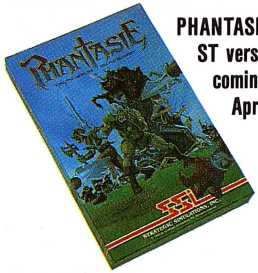
CB Enterprises and Computer Gaming World are not affiliated with SSI. We are not responsible for their products and announce them here for your information only.

IN THE WORKS

■ We're working on a brand new, detailed simulation of the Battle of Gettysburg.

Macintosh® conversions:
■ PHANTASIE™
■ QUESTRON™ (on indefinite hold)

Atari® ST conversions:
■ PHANTASIE™



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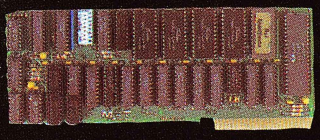

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